

# HAND TO HAND FIGHTING

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# Hand to Hand Fighting

## *The Use of Bayonet*

(Illustrated)

BY

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The Collegiate Press

GEORGE BANTA PUBLISHING COMPANY

MENASHA, WISCONSIN

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## PREFACE

In response to numerous requests from various Officers stationed at Fort Oglethorpe Camp, during the Second Officers Training Corps, the authors have compiled this booklet, the latest methods of "BAYONET AND HAND TO HAND FIGHTING" together with a number of useful "DON'TS AND HINTS" calculated to be of extreme importance in the training of recruits.

The authors are conscious of many literary defects of this booklet but the urgent need has caused it to be placed in the hands of instructors without the corrections they wish to make.

The methods of combats set forth in booklet, have been gleaned from experience of Capt. H. C. Billings, a graduate of the Canadian Bayonet School in England, and from two years' experience with the British Expeditionary Force on the Western Front, by Capt. H. B. Johnson who was wounded twice at Ypres and once on the Somme.

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## INTRODUCTION

In this present war, the enemy has with his brutality, duplicity and diabolical weapons brought trench combat to such a stage that the infantry as they go forward have but one alternative, e. g., to specialize in "HAND TO HAND FIGHTING" for it is now only the one who knows the best and quickest way of "KILLING" who comes out alive. Brute strength is not a necessity, speed and celerity of movement is what counts. A little fellow skilled in the methods of fighting found in this booklet will kill or have at his mercy, a bigger, but clumsier man every time. But do not expect to become efficient, in the use of a bayonet, killing or disarming your opponent, by merely reading these pages. "Practice only makes perfect." It will not be until after considerable stiff work and hard knocks that you will begin to appreciate how really effective these methods are. It should also be impressed upon the mind of the reader that troops in actual fighting do not have the stamina and life of those that are in training camps. The vitality of the former, being lowered from nocturnal living, loss of sleep, and irregular meals, while sticky mud, heavy equipment, barbed-wire snags, etc., impede their advance.

Yet if rehearsed in all the latest methods, of "HAND TO HAND FIGHTING," trained and keyed up as a prize fighter just before entering a ring, you will continue to go forward, with that self-confidence and indomitable courage to "KILL" and EXTERMINATE the common foe that we are now facing in the European Trenches.





# **COMPARISON IN LENGTH OF U. S. MAGAZINE RIFLE AND BAYONET WITH GERMAN MAUSER RIFLE AND BAYONET**

**U. S. Magazine Rifle,  
Cal. 30—length 43.4"**

**Length of bayonet—16"**

**Length of rifle with bayonet—59.4"**

**British Lee Enfield Rifle**

**Cal. 303—wt. 8 lbs. 10.5 oz. Lg. 44.5"**

**Length of bayonet—17.5"**

**Length of rifle with bayonet—62"**

**German Mauser rifle**

**Cal. 311—49.5"**

**Length of bayonet—20.25**

**Length of rifle with Bayonet—69.75"**

**French Lebel Rifle**

**Cal. 315—wt. 9 lbs. 3 oz. Length 51"**

**Length of bayonet—21"**

**Length of rifle with bayonet—72"**

## CHAPTER I

# BAYONET TRAINING

### SECTION 1.

Intervals and distances may be taken as follows:

*First:* When class is working by eye (master and pupil with or without parry-thrust ring sticks) as in Par. 109 I. D. R. except that men should be at least six paces apart in every direction, and the front rank should be faced to rear, regarding rear rank man as opponent.

*Second:* When class is working on butt strokes men should take distance as in Par. 111 I. D. R., except that men should be at least six paces apart in every direction.

*Third:* When class is working by word of command, the following formation may be adopted:

Being in line at a halt, at the command (1) For Bayonet Exercise—(2) FORM.

At the second command the rear faces about; the odd numbers of the front rank and the even numbers of the rear rank then double out to at least six paces, halt and face about, when all will take a short step to the right. This will bring the odd and even numbers of each rank facing each other and opposite, thus giving each man an opponent.

Men should always work with bayonets fixed, scabbards on, except when working on dummies. Later on scabbards may be removed.

Before requiring the soldiers to take a position or execute a movement for the first time, the Instructor should show the position, explaining essential points and common faults and giving reasons therefor. Then show position a second time. Lengthy descriptions without demonstrations should be avoided, as this practice tends to lessen the soldier's interest and attention.

Recruit course consists of five lessons, Final Assault Course, and Padded Clothing Work.

Men should be accustomed to wear the cartridge belt in training, and packs, steel helmets and respirators should be worn during latter part of course of instruction when men have become sufficiently "fit." For thrusts and parrying exercise a light stick 5 to 5½ feet long, and ¾ to 1 inch in diameter must be provided for every two men.

## SECTION 2.

*Lesson I*—"GUARD" (always executed with fixed bayonets). Carry the left foot a pace forward, knee slightly bent; right hand bringing the rifle forward and upward till bayonet point comes to height of opponent's throat; with left hand grasp rifle



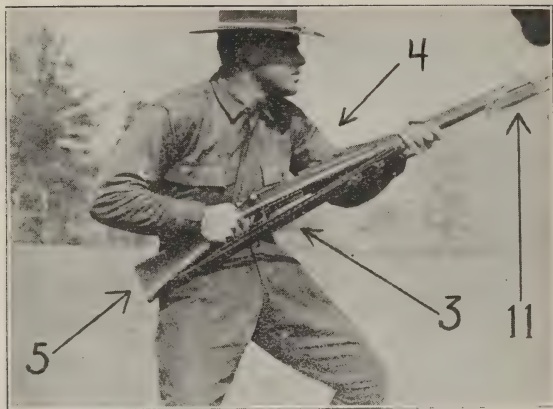
CORRECT POSITION



just above lower band, so that arm is very slightly bent; release right hand and regrab rifle at small of stock, two inches below trigger guard, hand waist high, butt plate free from body; right fore-arm pressed against stock, canting rifle about 30 degrees to left, feet pointing slightly outwards, body leaning slightly forward in a well balanced, aggressive attitude.

Experience has proved that the Correct Position of Guard is the most difficult of all the positions in bayonet work to teach, men getting into every position but the correct one. It must be impressed on the soldier at the outset that an incorrect guard is generally fatal, and that it is of the utmost importance that a guard be assumed quickly and correctly. Too much stress cannot be laid on this position, and it has been found that once the correct threatening position "On Guard" has been learned, all thrusts and butt strokes are very easily acquired.

Experience has also proved that once the pupil has mastered this position, he will under any conditions in actual fighting from force of habit, acquire the correct on guard.



INCORRECT POSITIONS

COMMON FAULTS

1. Not assuming a threatening position.
2. Leaning body back.
3. Hunching or crouching position.
4. Left arm either too much bent or too rigid.
5. Hugging rifle close to body, thus shortening reach.
6. Right hand too low or too far back and not in front of body.
7. Top of butt not resting against right forearm but too low, thus raising point of bayonet.
8. Right hand grasping small of stock too near trigger guard, often causing lacerations of fingers and knuckles.
9. Left knee not bent.
10. Right toe turned too much to right.
11. Point of bayonet thrown high on coming to "Guard" and not carried forward.
12. Rifle grasped too rigidly restraining freedom of action.
13. Throwing rifle, not passing rifle from right to left hand.
14. Right forearm not resting against stock.



In teaching the "Guard" it is well to have man carry left foot forward as if taking step forward, at the same time carry rifle forward with right hand; then returning immediately to the Order Arms. This will tend to overcome faults 1, 2, 10, 11 and 13.

In teaching the "Guard," when man has assumed the position, have him remove left hand from rifle, still holding the piece in position. This will tend to overcome faults 5, 6, 7 and 8.

### SECTION 3.

"HIGH PORT." In this position the hands hold the rifle as in "Guard"; the left wrist level with, and directly in front of



THE "HIGH PORT"

the left shoulder; the right hand above the right groin and level with the belt; sling to front; right wrist acts as pivot.

When jumping ditches, obstacles, etc., this position of the rifle should be approximately maintained with the left hand alone, leaving the right hand free. The "HIGH PORT" is used whenever soldier is doubling or running (not when "Charging").

#### SECTION 4.

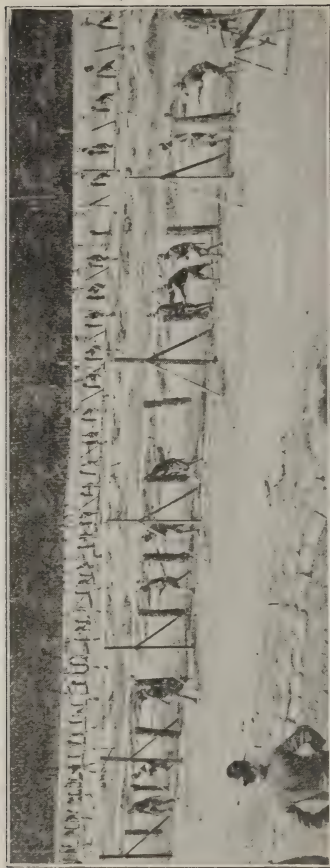
"Rest"—Without changing position of legs or feet, place butt of rifle on ground between feet, barrel vertical, grasping with right hand near lower band.

#### SECTION 5.

"LONG THRUST" (or "POINT"). Being in the position of "Guard," grasping rifle firmly, vigorously shoot the rifle for-



"LONG THRUST" OR "POINT"





ward to the full extent of the left arm, butt running alongside and kept close to the right forearm; body inclining forward and driving the arms forward; left knee well bent; right leg graced and weight of body pressed forward by the fore part of right foot, right heel raised.

The chief power in a "THRUST" (or "POINT") is derived from the right arm with the weight of the body behind it, the left arm being used more to direct point of bayonet. Eye must be fixed on object thrust at. In making thrusts other than straight to the front ("OBLIQUE POINTS") the forward foot should move in the same direction as that in which thrust is to be made, using rear foot as pivot. Direction should be secured before thrust is started. During the latter stages of this lesson the men should be practiced in stepping forward ("ADVANCING THRUST" or "POINT") when delivering the thrust.

#### COMMON FAULTS

1. Rifle drawn back before delivery.
2. Butt of rifle held as high or against the right shoulder.
3. Eyes not directed on object.
4. Left knee not sufficiently bent.
5. Body not thrust sufficiently forward.
6. Using arms only in making thrust (slapping).
7. Right heel not raised.
8. Blade canted to right or left; not vertical.
9. Driving bayonet in too far, resulting in a difficult withdrawal and a wastage of steel.

The "LONG THRUST" or "POINT" is made against an opponent at a range of about four to five feet from the attacker's eye.

#### SECTION 6.

The "WITHDRAWAL." To withdraw the bayonet after a "LONG THRUST" has been delivered, draw rifle straight back (without changing angle in which blade penetrated object) to the full extent of the right arm, left forearm touching the body and immediately resume the "GUARD." If the leverage or proximity of the object transfixes renders it necessary, the left

hand must first be slipped up close to stacking swivel or the right hand to just below left hand near lower band, and when a pupil has reached that stage of delivering a thrust while advancing on a dummy one of the above methods will be adopted, and reason therefor explained to pupil.

After every thrust a rapid "WITHDRAWAL" essential to quick work with the bayonet should be practiced before returning to the "Guard."



### THE "WITHDRAWAL" FROM "LONG THRUST"

#### COMMON FAULTS

1. Changing angle and dropping butt, thus raising point of bayonet, causing bayonet to grip in object.

2. Not withdrawing rifle clear of object, or to full extent of right arm.

### PROGRESSION

*First practice.*—Men should always be made to thrust at a target, e. g., at a named part of the body of the opposite man—“At the right eye”—*thrust, withdraw or guard.* Oblique thrusts should be practiced by thrusting at the man to the right or left fronts, e. g., at man on right, throat, *thrust withdraw, on guard.*

As progress is attained, the pause between the thrust and the withdraw should be shortened until the men reach the stage when they withdraw and come to guard directly after making



PUPIL

MASTER

(1) Class working in pairs.  
“Master and Pupil”

the thrust, judging their own time. They should be taught to thrust at two or more parts of the body.

Positions should be taught in detail, e. g., "full withdraw and remain."

If possible, the point of the bayonet should be directed against an opponent's throat, especially in hand-to-hand fighting. Other vulnerable and usually exposed parts are on the face, chest, lower abdomen, and thighs, and the region of the kidneys when the back is turned.

*Second practice.*—The class working in pairs, with the instructor supervising, should be practiced in thrusting in various directions: (1) At the opposite man's hand, which he places in various positions on and off his body; (2) at thrusting ring sticks.

This practice should be done without word of command, so that the eye and brain may be trained.—"Pupil" coming to guard at clap of "Master's" Hands.

*Third practice.*—The men will be taught to transfix a disk or number painted on a dummy, first at a distance of about 5 feet from the dummy (i. e., the extreme range of the bayonet), then after advancing 3 or more paces. The advance must be made in the most practical and natural way, and should be practiced with either foot to the front when the thrust is delivered. The rifle must never be drawn back when making a long thrust in a forward movement. The impetus of the body and the forward stretching of the arms supply sufficient force.

The bayonet must be withdrawn immediately after the thrust has been delivered and a forward threatening attitude be assumed to the side or beyond the dummy.

Unless the rifle is firmly gripped it is liable to injure the hand.—(See use of Hand guards in Chapter VI.)

To guard against accidents the men must be at least 5 feet apart when the practice is carried out collectively.

The principles of this practice will be observed when thrusting at dummies in trenches, standing upright on the ground or suspended on gallows. They should be applied at first slowly and deliberately, for *no attempt must be made to carry out the final assault practice before the men have been carefully*





**PUPIL**

**MASTER**

(2) Class working in pairs on Thrusting Rings

*instructed in and have thoroughly mastered the preliminary lessons.*

## SECTION 7.

### PARRIES

#### *Lesson II.*

#### THE RIGHT AND LEFT PARRY (With Point)

From position of guard vigorously straighten the left arm, without bending the wrist or twisting the rifle in the hand, force the rifle forward far enough to the right (left) to ward off the adversary's weapon.

right and left low parry's (with point)

right and left high parry's (with point)

are executed similarly.

After each point parry quickly return to guard prepared to deliver a thrust.

The eyes must always be kept on the weapon which is being parried.

**BUTT PARRIES** (used when opponent gets inside your guard)

Butt parries are executed similar to point parries except right arm is used to execute parries.

Butt strokes or jab, follow butt parries.

#### COMMON FAULTS

1. Wide sweeping parry with no forward movement in it.
2. Eyes taken off the weapon to be parried.

Men must be taught to regard the parry as part of an offensive movement, namely, of the thrust, which would immediately follow it in actual combat. For this reason as soon as the movements of the parries have been learned they should always be accompanied with a slight movement of the body.

Parries will be practiced with the right as well as with the left foot forward preparatory to the practice of parrying when advancing.

*First practice.*—Men learning the parries should be made to observe the movements of the rifle carefully, and should not be

kept longer at this practice than is necessary for them to understand that what is required is vigorous yet controlled action.



PUPIL

Class working in pairs

MASTER

*Second practice.*—The class works in pairs, with scabbards on bayonets, one man thrusting with a stick and the other parrying; the guard is resumed after each parry. At first this practice must be slow and deliberate, without being allowed to become mechanical, and will be progressively increased in rapidity and vigor. Later a thrust at that part of the body indicated by the opposite man's hand should immediately follow the parry, and, finally, sticks long enough to represent the opponent's weapon in the position of guard should be attached to the dummies and parried before delivering the thrust.

The men must also be taught to parry thrusts made at them—  
(1) By an opponent in a trench when they are themselves on the parapet; (2) by an opponent on the parapet when they



SHORT THRUST—READY POSITION



SHORT THRUST—DELIVERED

are in the trench; and (3) when both are on the same level fighting at close quarters in a deep trench.

## SECTION 8.

### *Lesson III.*

#### TO EXECUTE THE SHORT THRUST.

Shift the left hand quickly toward the muzzle and draw the rifle back to the full extent of the right arm, the butt either upwards or downwards, as a low or a high thrust is to be made; then deliver the thrust vigorously to the full extent of the left arm.

The short thrust is used at a range of about 3 feet, and in close fighting it is the natural thrust to make when the bayonet has just been withdrawn after a long thrust. If a strong withdrawal is necessary, the right hand should be slipped above the rear sight after the short thrust has been made. Always used when short thrust is made when advancing.

*Practice.*—The principles of the three practices of Lesson I should be observed so far as they apply. By placing two disks on a dummy the short should be taught in conjunction with the long thrust, the first disk being transfixed with the latter, the second disk with the former. On delivery of the long thrust, if the left foot is forward, the short thrust would take place with the right foot forward, and vice versa.

Parries will be practiced from the position of the short thrust.

#### COMMON FAULTS

1. Rifle not carried back to full extent of right arm.
2. Left hand not slipped up to Bayonet hilt.
3. Rifle not horizontal—Butt dropped.
4. Bayonet blade canted.

## SECTION 9.

### *Lesson IV.*

#### THE JAB OR UPWARD THRUST.

From the position of short thrust shift the right hand up the rifle and grasp it above the rear sight, at the same time

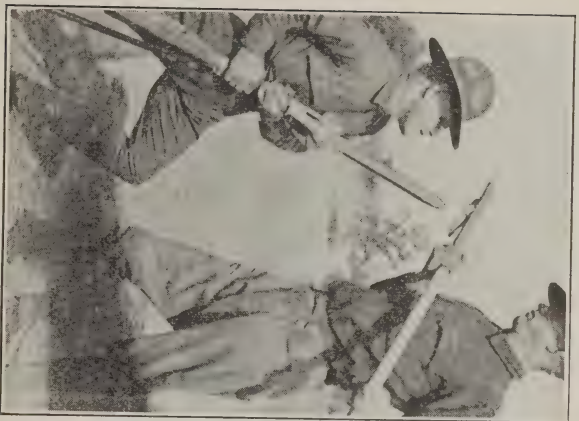




PUPIL

SHORT THRUST  
Class working in pairs

MASTER



"JAB"—READY POSITION

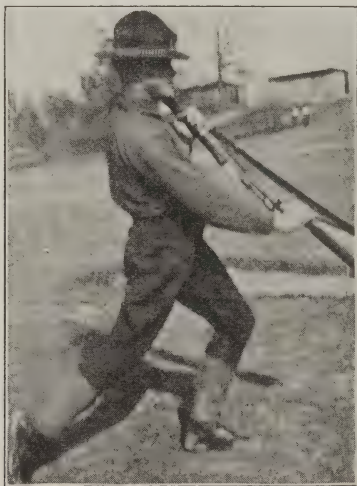


"JAB"—DELIVERED

bringing the rifle to an almost vertical position close to the body, and, from this position, bend the knees and jab the point of the bayonet upward into the throat or under the chin of the opponent.

#### COMMON FAULTS

1. Rifle drawn backward and not held vertically enough.
  2. Rifle grasped too low with the right hand.
- From the jab position men will be practiced in fending off an attack made on any part of them by an opponent.
- When making a jab from the guard, the right, being the thrusting hand, will be brought up first.



BUTT STROKE I—DELIVERED

The jab can be employed successfully in close-quarter fighting in narrow trenches and when embraced by an opponent.

## SECTION 10.

### *Lesson V.*

#### METHODS OF INJURING AN OPPONENT.

It should be impressed upon the class that, although a man's thrust has missed or has been parried or his bayonet has been broken, he can, as attacker, still maintain his advantage by injuring his opponent in one of the following ways:

*Butt Stroke I.*—Swing the butt up at the opponent's crotch, ribs, forearms, etc., using a half-arm blow or advancing the rear foot. Butt Stroke I is essentially a half-arm blow from the shoulder, keeping the elbow rigid, and it can therefore be successfully employed only when the right hand is grasping the rifle at the small of the butt.

*Butt Stroke II.*—If the opponent jumps back so that the first butt stroke misses, the rifle will come into the horizontal position over the left shoulder, butt leading; the attacker will then step in with the rear foot and dash the butt into his opponent's face.

*Butt Stroke III.*—If the opponent still further retires out of distance, the attacker again closes up and slashes his bayonet down on his opponent's head or neck.

*Butt Stroke IV.*—If the thrust has been parried, the butt can be used effectively by crashing it down on or to side of opponent's head with an over-arm blow, or to ribs, advancing the rear foot. When the opponent is out of distance, Butt Stroke III can again be used.

In individual fighting the butt can also be used horizontally against the opponent's ribs, forearm, etc. This method is impossible in trench fighting or in an attack, owing to the horizontal sweep of the bayonet to the attacker's left.

It should be clearly understood that the butt must not be employed when it is possible to use the bayonet effectively.

Butt strokes can only be used in certain circumstances and positions, but if men acquire absolute control of their



BUTT STROKE II—READY POSITION



BUTT STROKE II—DELIVERED





### BUTT STROKE III—DELIVERED

weapons under these conditions they will be able to adapt themselves to all other phases of in-fighting. For instance, when a man is gripped by an opponent so that neither the thrust nor the butt can be used, the knee brought up against the crotch or the heel stamped on the instep may momentarily disable him and make him release his hold.

When wrestling, the opponent can be tripped by forcing his weight on to one leg and kicking that leg away from under him, or any other wrestler's trip, e. g., "back heel."

The above methods will only temporarily disable an enemy, who must be killed with the bayonet, etc.

*Practice.*—When the classes have been shown the methods of using the butt and the knee, they should be practiced on the

padded stick, e. g., fix several disks on a dummy, make a thrust at one, use the knee on another low down, jab a third, and so on.

Light butt still sufficiently strong dummies should be used for practice with butt, in order to avoid damage to it.



HIGH TO HEAD



LOW TO RIBS

## CHAPTER II

# IN-FIGHTING

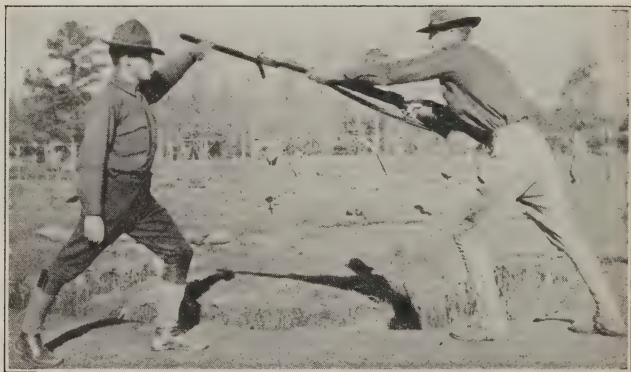
### METHODS OF DISABLING, DISARMING AND KILLING OPPONENT

1. "In-fighting" practices can be done with parrying poles padded at the ends representing rifle and bayonet, or with equipment, viz., spring muskets, gloves, masks and body pads.
2. Any low point may be effectively parried with the butt, and after parrying the butt can be used to disable the opponent.
3. The first object after parrying point with hand or arm is to disable opponent. Secondly, to disarm and kill.
4. Troops armed with bayonet only can be effectively taught to repel attack against rifle and bayonet.
5. Any simple method of Ju-jitsu, wrestling and boxing should be taught and encouraged.
6. Eating knife or fork, when carried in leggin, may be used as dagger.
7. To break choking hold around neck, seize opponent's little fingers, forcing him to release hold.

METHODS OF DISARMING AND KILLING OPPONENT WHEN NOT  
ARMED EXCEPT FOR DAGGER OR BAYONET AND OPPONENT  
HAS RIFLE WITH FIXED BAYONET

I

1. Parry point outward with left hand.



2. Step in seizing opponent's left wrist firmly with right hand, and grip rifle with left hand, back of hand down.





4. Swing rifle upward and to the right, stepping in, retaining grasp on opponent's left wrist.—Bring left knee violently to crotch.



5. Force opponent to ground, disarm, kill with butt or point.

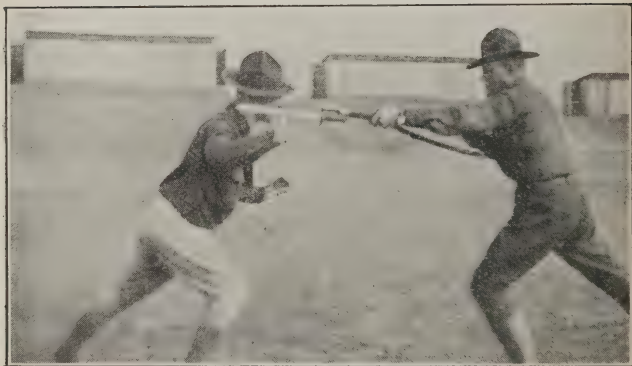


#### METHOD OF COUNTERING

Number one butt stroke to knee or crotch.

## II

1. Parry point outward with right hand.



2. Kicking shin or crotch with rear foot, grasping rifle with right hand, back of hand down.



3. Swing rifle upward and to the left.





4. Force point to ground, stepping in.



5. Vigorously charging or tripping.



6. Disarm and kill.



METHOD OF COUNTERING

Number one butt stroke.

## III

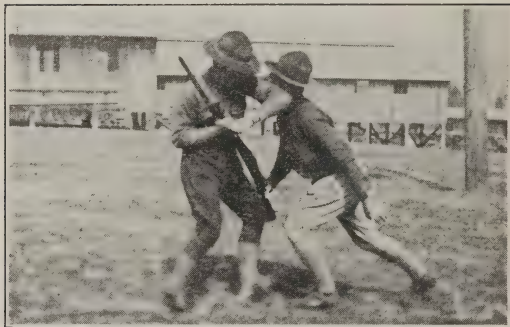
## 1. Parry with right hand.



2. Advance striking opponent's left hand from rifle with left hand, at the same time grasping rifle with right hand below bayonet hilt, back of hand down.

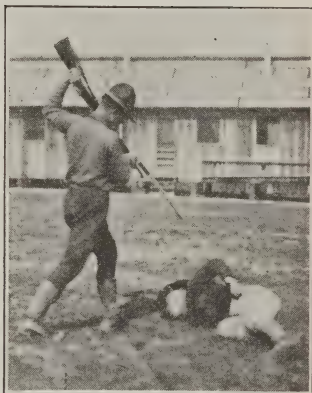


3. Bring left elbow violently to jaw.





4. Butt to head or kill with point.



METHOD OF COUNTERING

Number four butt stroke to ribs.

## IV

WHEN OPPONENT COMES ON GUARD HIGH OR FROM "HIGH PORT"

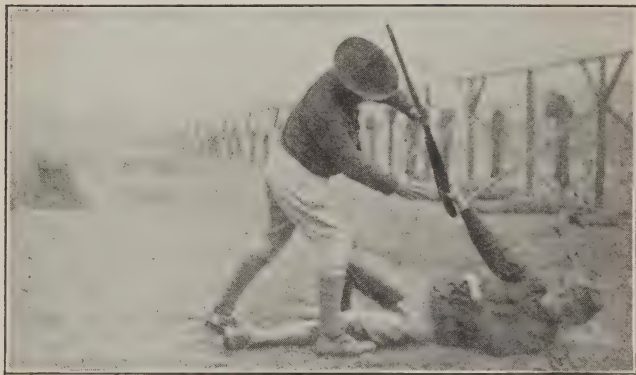
1. Duck under and step in, gripping rifle with left hand, back of hand down,



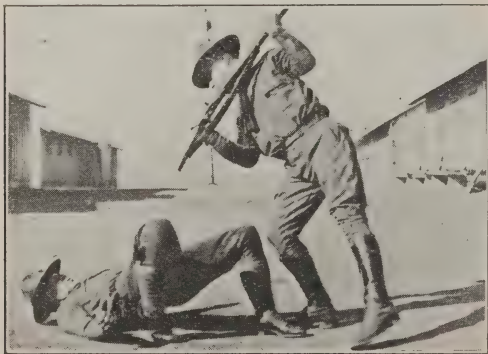
2. Advance, striking opponent's left elbow joint with right elbow, at the same time knee or foot to crotch, forcing opponent backwards.



## 3. Forcing opponent to release rifle.



## 4. Killing with butt or point.



### METHOD OF COUNTERING

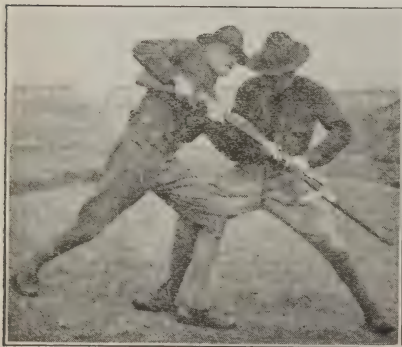
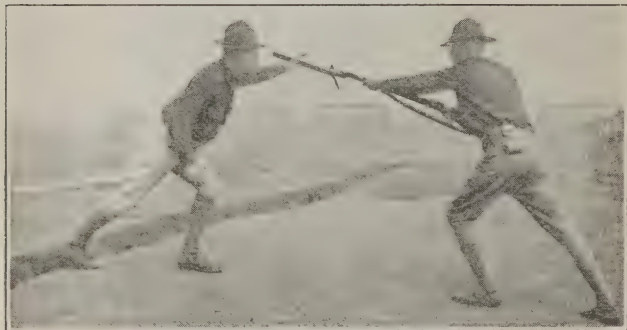
Bring rifle to vertical position in front of body, smashing butt on instep, toes, or knee.



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## V

1. Parry point outward with left hand.



2. Stepping in, gripping rifle with both hands; left hand, back of hand up, below bayonet hilt; right hand, back of hand down, at balance. Using right elbow against opponent's left elbow joint.





3. Swing rifle butt up and point down to the left, wrenching from opponent, at same time using right foot to trip.

4. Disarm opponent and kill with point.



**METHOD OF COUNTERING**

Bend body forward over rifle.



If opponent counters in above manner, use trench dagger or fist to his jaw.

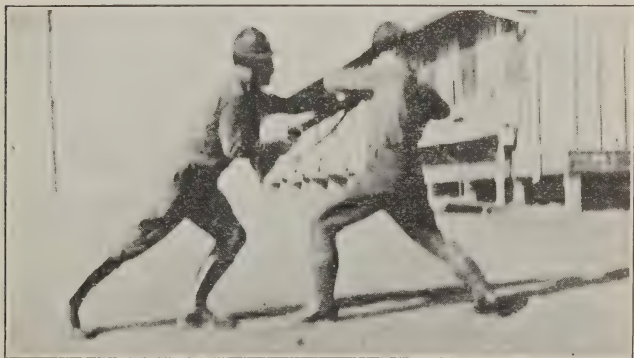


VI

1. Parry point outward with right hand.



2. Step in, seizing rifle with left hand, palm down, and



3. Quickly turning about, grasp rifle with right hand, sitting on piece.



4. Kill with dagger.



#### COUNTER

Let go rifle, grasp opponent around neck, and use dagger.



VARIOUS METHODS OF DISABLING  
AND KILLING OPPONENT

1. Use of heel.

- (a) Points parried and forced to ground, step in, mashing opponent's instep with heel, and bring butt to head.

- (b) Opponent lying on ground. Smash in face.



2. Use of Jab when points are forced to ground.



POINTS FORCED TO GROUND



DROP BUTT AND DELIVER JAB



3. Use of dagger when points are forced to ground.



POINTS FORCED TO GROUND



USE DAGGER TO HEART OR STOMACH

## 4. Correct and incorrect method of holding dagger.

**CORRECT**

Thumb and Forefinger to Guard of Dagger

**INCORRECT METHOD**

Little Finger to Guard of Dagger



5. Disarming opponent with pistol when opponent comes from raise pistol.

- (a) Step in seize pistol barrel with left hand, palm up.

- (b) Grasping right wrist with right hand and bend backward over right shoulder, at same time knee to crotch.



May be necessary to break hold by opening up opponent's little finger.

6. Method of withdrawal when opponent's grip rifle.



Attack Successful. Victim Gripping Rifle



Victim forced to ground



Slip left hand to bayonet hilt, left foot on and withdraw bayonet



8. Method of countering Butt Stroke:

(a) Step in, quickly blocking butt stroke with left arm below butt.

(b) Forcing it below butt, upward and around opponent's neck with crotch hold right arm following immediately over left shoulder.





(c) Throwing opponent over left shoulder.

To prevent a block it must be performed very quickly.

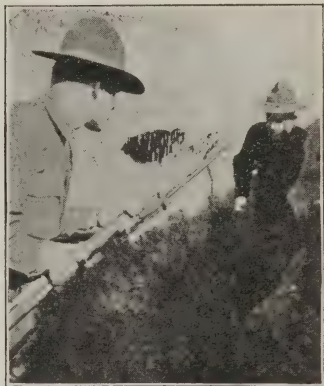
9. To trip opponent, kick out standing leg.



10. In trench work use combination short point and jab in working around traverses and bays.

**RIGHT-HANDED METHOD**

Use When Going Around  
Traverse to Left



**LEFT-HANDED METHOD**

Use When Going Around  
Traverse to Right



## CHAPTER III

### FINAL ASSAULT PRACTICE

The Final Assault practice must approximate as nearly as possible to the conditions of actual fighting. Nervous tension due to the anticipation of an attack reacting on the body, as well as the advance across the open and the final dash at the enemy, combine to tire an assaulting party. It is only by their physical fitness and superior skill in the use of the bayonet that they can overcome a comparatively fresh foe.

The men should be taught team work when going over Assault Course; that they must preserve their interval and dressing, run on their own dummies and not that of their comrades. For this reason all dummies should be numbered similar to Targets at rifle range, so that it will be practically impossible for a man to run on a dummy other than his own. Too much care cannot be exercised in this, as numerous casualties have occurred from disregard of above. An officer should always be present when men are going over assault course with fixed bayonets and scabbards off.

The men should be put over course in easy stages, gradually increasing the length of stages and number of dummies assaulted, until final period of training, when men should be sent over entire course with full equipment, respirator, shrapnel helmet, ammunition and bombs.

If men go over course without rifles or belts once every bayonet training period, soon after they begin their bayonet training, gradually increasing difficulty of work, they will be able to accomplish above without great fatigue at end of their training.

Assault course should be well cindered to prevent men slipping, and condition of course, dummies, etc., should be constantly looked after.

FINAL ASSAULT

1. Long point at prone dummy, left foot on, slipping left hand up to bayonet hilt.



2. Withdraw, keeping left foot on, and ready for short point.



3. Step in with short point, keeping left foot on.



4. Right hand up to aid withdrawal, care being taken not to drop butt or change angle of rifle.



5. Withdraw, crouching for jab. Make jab, advancing rear foot, withdraw, come to guard, high port and go forward.



6. Jumping over Parapet. Direction and point.



## 7. Point leading on Landing.



## 8. Left foot on, left hand up to bayonet hilt.





## CHAPTER IV

# GAMES AND QUICKENING EXERCISES

### *General Remarks.*

The essence of the following games and quickening exercises is that they should be conducted with the utmost amount of energy and the rigid observance of all the details connected with them. Executed in this way they inculcate discipline and develop quickness of brain and movement, whereas if carelessly carried out they may do more harm than good.

A game or quickening exercise should be introduced in the daily Bayonet training period before the actual work with bayonet begins in order to quicken the men. Should not be continued too long and should be varied. Time devoted to games and quickening exercises should not exceed ten minutes.

When a class appears to grow stale or sleepy and not putting full force and energy into the bayonet work, a quickener can be used to advantage, e. g., "Around that Tree and Back—GO."

### 1.—JUMPING THE BAG

*Formation.* The players stand in a circle at close intervals and face inward.

*Apparatus.* A light rope 5 to 6 yards long, to one end of which is attached a small canvas bag loaded with sand and weighing about a pound.

*Method of Playing.* The instructor stands in center of ring and swings the bag around, gradually paying out rope until it becomes necessary to jump to avoid it. The direction in which bag is swung should be varied. The rate of swinging and height of bag from ground should be gradually increased. The object of the players is, of course, to avoid being caught and brought to the ground.

*Common Faults.* Some of the players stand outside of ring, the bag thus not passing under their feet.

## 2.—THREE DEEP

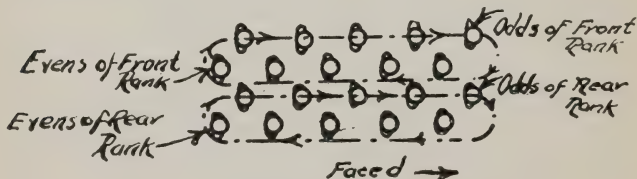
*Formation.* Players pair. One pair will be told as "Chaser" and "Runner." Remaining pairs form a double ring, one man standing behind the other, with at least two yards between pairs who face center of the ring.

*Method of Playing.* "Chaser" and "Runner" take up their positions just outside the ring at opposite points of it. At the word "GO" the "Chaser" pursues the "Runner" with the object of touching him. If he succeeds, Chaser become "Runner" and vice versa. "Runner" can take refuge by placing himself in front of a pair, facing inwards, whereupon the rear man of this pair now three deep immediately takes up the rôle of "Runner."

This form of game requires constant alertness.

*Common Faults:*

1. The "Runner" dodges about too long before taking refuge, thus making the game tedious to the others.
2. The "Chaser" and "Runner" dodge between the two men forming a pair. This is often due to the outer man not standing close enough to the inner man.
3. The ring is allowed to grow too small. This is bound to occur unless each pair is careful to step back a short pace to its proper relative position in the ring every time a "Runner" halts in front of it.



## 3. HEADS DOWN

*Apparatus.* An old rifle sling, belt or strap.

*Formation.* The players stand in a ring elbow to elbow, lean forward and look at ground at center of ring, holding their

hands, one hand clasping wrist of other hand, leaving one palm open.

*Method of Playing.* The instructor walks or runs around the outside of the ring and as secretly as possible places sling in hands of one of the players. The latter at once chases man on his right around circle back to his place, beating him with gun sling, as he runs.

Both then take their places in ring and instructor proceeds as before.

The instructor should endeavor to deceive the players as much as possible as to whom the gun sling has been given.

*Common Faults.* Players looking around to see who receives the sling and not keeping heads down.

#### 4. PLACES CHANGE

*Formation.* Class being in line, odd numbers of the front rank and even numbers of the rear rank take two steps forward and rear, respectively, whereupon all face to the right.

*Method of Playing.* At the command "Places—Change" the odd and even numbers of the ranks change places by hopping or jumping over. This can be varied by having men sit down and then change places.

*Common Faults.* Men getting too close to one another.

#### 5. THREE FEET OFF THE GROUND

*Formation.* Any.

*Method of Playing.* From any formation at the command "Three Feet off the Ground—GO" the men get three feet off the ground, remaining there until told to Fall In. This quickener makes man select place where he will go to get three feet from the ground and beat the other men to it. The last man to get off the ground or fall in should be compelled to run around some object 50 yards or so away as a punishment.

#### 6. "ODD RANKS AROUND EVEN RANKS—GO."

*Formation.* Class being in line, have rear rank take step one pace to rear. Then odd numbers of the front rank and even

numbers of the rear rank each take two paces forward and back, respectively, whereupon all face to the right.

*Method of Playing.* At the command "Odd Ranks around the even Ranks—GO" the odd numbered ranks race around the even numbered ranks. Similarly the evens around odds.

This can be varied by giving to the rear, etc.

#### 7. ASSAULT COURSE RUN

When men get sufficiently "fit," they should be sent over entire assault course at a slow double, thus accustoming themselves to best methods of clearing jumps, trenches, water jumps, etc. Later work should be made more difficult by having them carry rifles at "HIGH PORT."

By the time the bayonet instruction has advanced far enough to go on Assault Course using the bayonets and points, the men will have accustomed themselves to the work.

#### 8. ROLLING GAME

Men sitting, closely grouped in a circle, feet inwards; one man stands up, and with body rigid attempts to fall over, while the others to prevent his falling over, keep pushing him around the circle. The man who fails to keep him up must alternate and take his place in the center of the circle.

#### 9. DRAWING THE ROPE

*Apparatus.* A light rope about 12 feet long.

*Method of Playing.* Players are arranged in column of files. Two men, one at each end of rope, draw it along under feet of men, who jump; as soon as runners reach end of column immediately face about and draw rope back again. The men in the column necessarily must face about and jump quickly in order not to be thrown by the dragging rope.

*Common Faults.* Men dragging rope too high. Men in the column not closing up.

#### 10. ON GUARD WITH THE OTHER MAN'S RIFLE

The men being at the "Guard" position, facing each other. At a blast of the whistle, have them ground arms, double over,

and face about, coming on "guard" with the other man's rifle; and vice versa. Also by way of "catch" command, to come on "guard" with the other man's rifle, when necessarily it would be with his own rifle; and vice versa.

Very useful for teaching alertness and quickness. Also bringing into play the muscles of the back and legs.

## CHAPTER V

### DON'TS AND HINTS

#### DON'TS WHEN GOING OVER THE TOP TO AN ATTACK

1. Don't stick your bayonet into the hilt. Four or five inches will kill.
2. Don't hesitate after you've got your FIRST ONE, go after the next.
3. Don't stick your bayonet into his equipment. It will not penetrate web or leather.
4. Don't let him get hold of your trench knife. *GET HIS.*
5. Don't drop your rifle if he grips you round your body. Use the jab.
6. Don't plunge bayonet in the spine or shoulder blade. You will have great difficulty on the withdrawal, probably breaking the blade.
7. Don't tug at your bayonet, if it cannot be withdrawn, fire a cartridge or kick the man away.
8. Don't make a thrust at his legs, buttocks, or shoulders if he is running away. Go after his kidneys.
9. Don't have your mind befogged by excessive stimulants just prior to going over.
10. Don't get excited and lose your head when you meet your man. Every thrust must count. Remember that in shooting you have five chances, with five cartridges in the chamber, but only one chance with the bayonet.
11. Don't empty your magazine. You may need the last cartridge.
12. Don't throw your rifle away if you lose or break your bayonet, and have no more ammunition. Remember the butt stroke.
13. Don't attempt to pull out your bayonet from a different angle from that in which it enters.

14. Don't go by the enemy; **FINISH HIM**. He may be feigning death, and shoot you in the back when you pass on.
15. Don't go into the attack with a glittering bayonet. Darken it so as not to glitter in the sun or show at night.
16. Don't shout when charging. Grunt as you drive bayonet in. Otherwise your shout may betray your presence, causing concentrated shell, machine gun, and rifle fire.
17. Don't counter with a thrust if his comes first. Parry, then follow with a lightning-like thrust.
18. Don't forget, if he has armor on, to go after his throat or groin.
19. Don't get rattled, excited, or ignore your superiors in a bayonet charge. Remember that bayonet control is as important as fire control.
20. Don't attempt a feeble thrust. It is fatal.
21. Don't keep your feet idle while in-fighting. Use the trip or your heel.
22. Don't bunch up or leave gaps in the line when advancing or charging. Keep proper interval and dressing.
23. Don't outrun the others in a charge. Always remember that the first man in a trench is invariably killed by encountering the enemy in force.
24. Don't give up if you are unarmed, and he gets the best of you in a hand to hand struggle, spit in his eye, or gouge it out with your finger.
25. Don't let your rifle or pistol fall in the mud. It may become choked up and rendered useless.
26. Don't lose control of rifle and bayonet, when closing in on enemy. Have point lowered, prepared to meet any form of his attack.
27. Don't make a thrust before you get to him.
28. Don't get shakey if he blocks your first thrust. Keep ready to meet his next move, remembering that the enemy's method of bayonet fighting is not like ours.
29. Don't go into a charge loaded down like a pack-mule, divest yourself of anything in the way of surplus weight.



30. Don't charge across too great a distance, thus entering a hostile trench fagged out. If distance is great, go forty yards at a stretch, and enter enemy trench fresh and prepared to KILL.

### HINTS—WHEN YOU ARE INSTRUCTING TROOPS IN BAYONET WORK

#### *Instruction.*

Officers must themselves become good fighters if they are to teach others how to fight, and their success as leaders depends to a very large extent upon their ability as instructors. Looking at this question broadly it may be stated that the aim of training is the improvement of the fighting quality of a mass, and those who are least efficient should receive the most attention so as to bring them up to the plane of their comrades, as each man in the mass depends upon his confidence in himself, and in his comrades as fighters.

Bayonet fighting must be taught as boxing, fencing, and wrestling are taught—by actual contact and not merely theoretically. To tell a man how to box and give him instructions by the hour, will never make him a boxer. He must combine theory with practice. He must put on the gloves and measure his skill against that of others, and the more he does this, provided he is instructed on the right lines, the greater degree of proficiency to which he will attain. From a fighting point of view, boxing is more invaluable as an aid to training.

#### *Dummies.*

Experience has proved that dummies made of green saplings or fagots, pieces being  $\frac{5}{8}$ " in diameter and 4 feet six inches long, when bundled together and secured with wire give far better results than stuffed sacks, when used for the thrust, as the wood grips the bayonet, thus necessitating a vigorous thrust and a strong withdrawal. Sacks filled with straw and stuck on the ends of small flexible saplings make good bu

stroke dummies, the sapling springing back quickly into an upright position.

### *Use of Carcasses.*

Troops in training, especially before an attack, should, if possible, get the feel of the bayonet in flesh and become accustomed to the sight of blood upon the blade. To this end carcasses of animals can advantageously be used during practice. Thus when the critical moment arrives there will be no hesitation in driving the bayonet into the human body. They will be inspired with that one and only desire to get after him, get him, and KILL HIM.

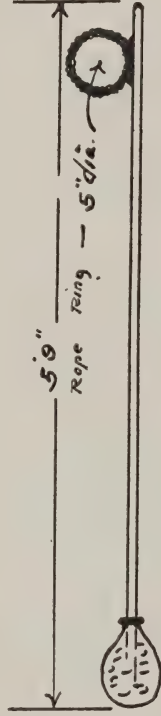
### *Facial Expression, etc.*

Men should be taught to cultivate a hard, determined facial expression. As the thrust is made, a grunt, snarl, etc., should accompany it, in order to lessen the nervousness of the man, and the effects of the scream of his victim as the bayonet is driven in.

### *Quickening exercises and games.*

To stimulate interest in the men and get them "on edge" experience has shown that Quickening Exercises and Games may be used advantageously for the first ten minutes of the schedule period allotted to Bayonet Training. Moreover, a short quickening exercise should be given when the men's interest lags or they seem to lack spirit, viz., "Around that tree and back—Go."

Make them always move at the double with frequent rests. Never let them march at quick time. If you do, you will find that they will act logey. In giving them instructions, have them double around you at the "HIGH PORT" like lightning, moving at the blast of your whistle. Lengthy instructions grow monotonous and make men lose interest. Use practical demonstrations. Explain reasons. See that the men understand.



"Perrying-Stick" with "Thrusting Ring" and "Pad"

*Training indoors.*

Considerable practical bayonet training can be done indoors in inclement weather. "Master and Pupil" work is especially suited for indoors. If practicing "In-fighting" indoors, use mats or other means to lessen fall.

*Hand Guards.*

Use of hand guards or rifles will lessen lacerations of hands and fingers. Men will not flinch when guards are so used.

*Classes.*

Classes of about 25 men are as many as one instructor can properly handle. "Master and Pupil" work is also of great value as it teaches one man to correct another's faults.

*Padded Clothing.*

When using bayonet fighting equipment and padded clothing, have men rush each other at blast of whistle. The first point made is the one that counts.

*Illuminated Bayonet.*

Use of electric bulb on bayonet hilt, with battery in stock and press button near trigger guard, will be of great assistance in night work.

## CHAPTER VI

# USE, DESCRIPTION AND DIAGRAM OF BAYONET TRAINING APPARATUS

### 1. "Parrying Stick" with "Thrusting Ring and Pad."

For use:

(a) On the "Master and Pupil" principle, for practicing in two ranks, the "Long Thrust," "Short Thrust," and "Jab," according to the position of the ring, alternating with butt strokes and kicks at the pad according to its position.

(b) In charging practice, when both ranks, extended to 3 yards interval and about 20 yards distance, use the padded ends. Men of one rank charge at a steady double and "thrust" at the opposite men, who "parry." Charging rank halts 20 yards beyond, faces about, and charges again, the other rank facing about to meet it. The slight lateral movement required to "parry" is clearly demonstrated in this practice.

Thrusting ring may likewise be used, one man charging with the rifle, and other holding ring stick. As bayonet enters ring, stick should be allowed to go free. Care must be taken in this work that the men do not hesitate as they are about to close with opponent. Interesting competitions can be arranged in this work.

(c) In teaching men coöperation of mind and muscle, following parry stick exercise may be used:

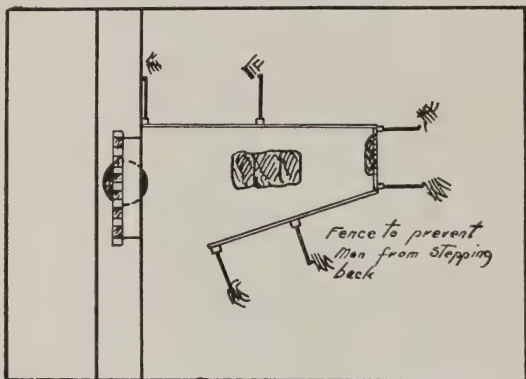
Squad leader arranges squad in a semi-circle around one man; each man on the circle to have a rifle with bayonet fixed and scabbard on. The man in the center of the circle to have parry stick. The men on circle rim are numbered consecutively from right to left. The squad leader calls a number, and the man



*Silhouette to be made up on  
cloth and tacked to faggott.*

called immediately comes to "guard" and parries thrust made by man in center armed with stick. Care must be taken not to call the numbers in rotation, but keep skipping about, as 1-4-3-7, etc. Men must be cautioned not to close in.

2. Use of Falling and Dropping Dummies in Bayonet Training.



*Plan Showing Falling Dummy With Fence Around*

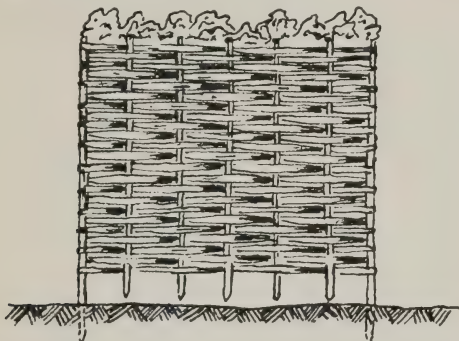
In order to teach men the necessity of vigorous thrust, a quick and accurate withdrawal and get-away, two devices shown in the accompanying drawings were designed by the authors and were used with good results at the Fort Oglethorpe Second Training Camp.

Model "A," Falling Dummy. (Representing man advancing.) Upon the man making thrust with bayonet into dummy, same is forced to vertical position, thus taking pressure from trip latch which drops permitting dummy to fall forward. The man must be quick on withdrawal and get-away, otherwise the arms will slap him. The dummy is surrounded by



a fence preventing man from stepping back or to the side. The only escape is forward passing the dummy right arm to right arm.

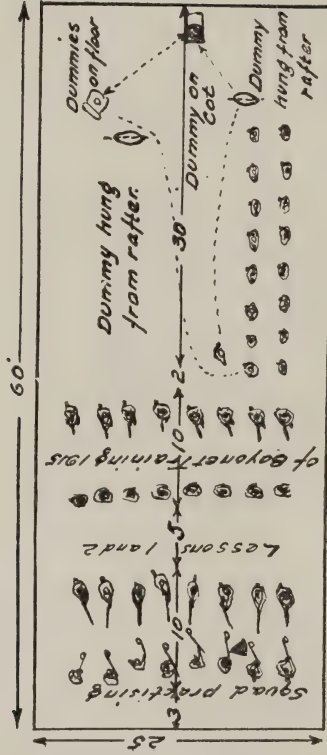
Model "B." (Representing head of man in trench.) Upon making thrust the dummy is forced against the trip latch, releasing it, and causing dummy to drop into trench. A vigorous thrust and quick withdrawal are necessary, otherwise man is pulled forward.



"OVERGROUND LABYRINTH" FOR PRACTICE IN WET WEATHER

It can be constructed with six-foot hurdles or canvas screens, or any materials which will give the approximate shape and the narrow limits of trenches. The example above requires 102 six-foot hurdles, which may be set up on fresh ground, and also made to represent various schemes of trenches. The dummies should be placed in such a position that the attacker does not see them until he is upon them.

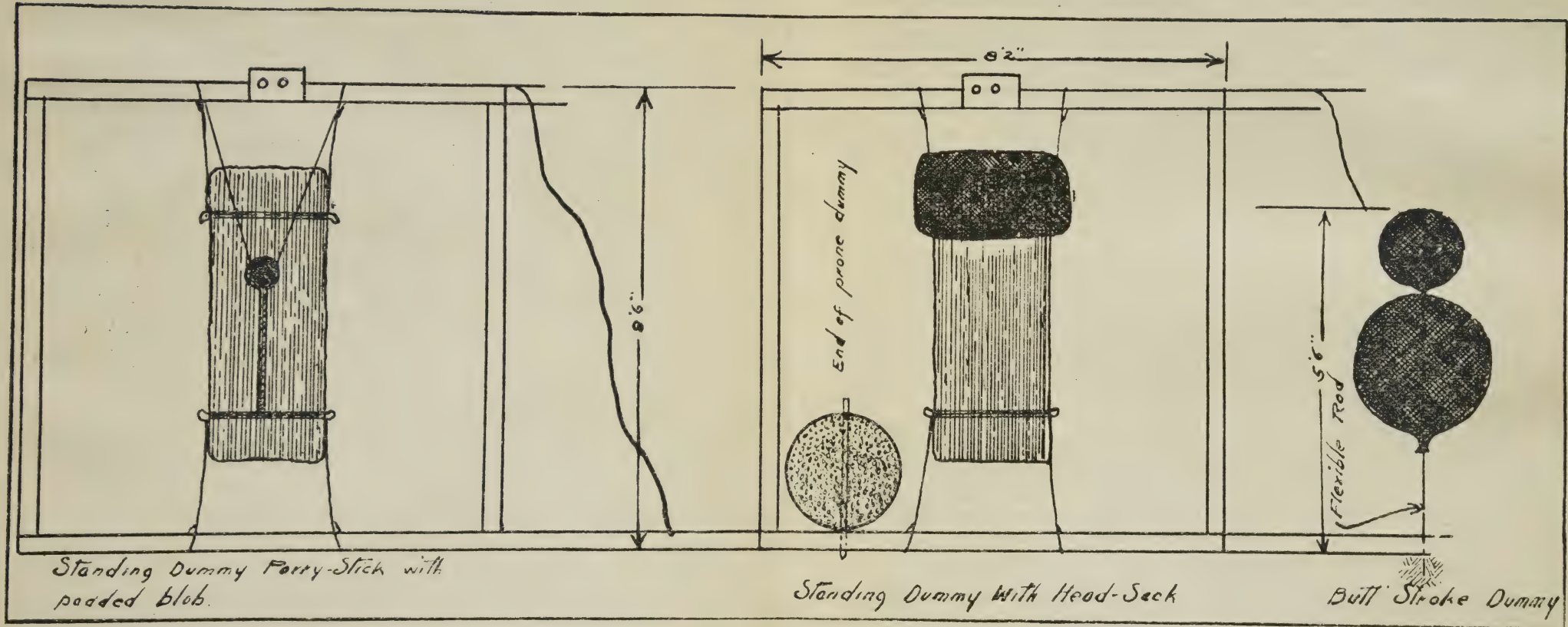
4. Plan of distribution of Bayonet Training Squads in Barrack room in wet weather,



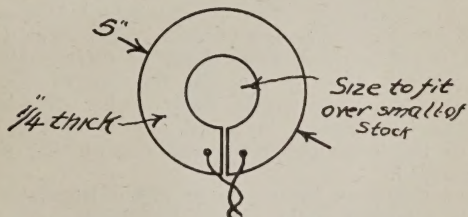
*Plan of Distribution of Bayonet Training Squads  
in a Barrack-room in Wet Weather.*



5. Diagrams of dummies for use on Assault Course.



6. Design of Bayonet Assault Course.



*Hand Guard for Rifle*  
*Made of Felt or Leather.*

# Army Changes

*Edited by*

**MAJOR JAS. A. MOSS**

***U. S. Army***

**PUBLISHED QUARTERLY**

*(January, April, July, October)*

It gives ALL the changes in the Army Regulations, Uniform Regulations, Field Service Regulations, Drill Regulations, Manual of Interior Guard Duty, Courts-Martial Manual, Equipment Manuals, Tables of Organization, and ALL other War Department publications, from dates of their publications, to the date of the last number of ARMY CHANGES. In other words, each number of ARMY CHANGES is complete in itself, and upon the receipt of the last number the previous number may be discarded.

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